		Adventures in Ae	
		2005 Mathen	
T B4-4141		Essential Knowledg	ge and Skills
Texas Mathematics			
Grade 3	01-1-	04	
Activity/Lesson	State	Standards	Her where welve to some one and and an whole
Adventures in	T.V	MA 0 4 D	Use place value to compare and order whole
Aeronautics	TX	MA.3.1.B	numbers through 9,999; and
Adventures in	T)(Model addition and subtraction using pictures,
Aeronautics	TX	MA.3.3.A	words, and numbers; and
			Select addition or subtraction and use the
Adventures in	T)(NAA 0 0 D	operation to solve problems involving whole
Aeronautics	TX	MA.3.3.B	numbers through 999.
Adventures in			Solve and record multiplication problems (up to
Aeronautics	TX	MA.3.4.B	two digits times one digit); and
			Use strategies including rounding and
Adventures in			compatible numbers to estimate solutions to
Aeronautics	TX	MA.3.5.B	addition and subtraction problems.
			Identify patterns in multiplication facts using
Adventures in			concrete objects, pictorial models, or
Aeronautics	TX	MA.3.6.B	technology; and
			Identify concrete models that approximate
Adventures in			standard units of weight/mass and use them to
Aeronautics	TX	MA.3.11.D	measure weight/mass;
		Adventures in Ae	
		2005 Mathen	
		Essential Knowledg	ge and Skills
Texas Mathematics			
Grade 4			
Activity/Lesson	State	Standards	
Adventures in			Use place value to read, write, compare, and
Aeronautics	TX	MA.4.1.A	order whole numbers through 999,999,999; and
			Use place value to read, write, compare, and
			order decimals involving tenths and hundredths,
Adventures in			including money, using concrete objects and
Aeronautics	TX	MA.4.1.B	pictorial models.
Adventures in			Compare and order fractions using concrete
Aeronautics	TX	MA.4.2.C	objects and pictorial models; and
Adventures in			Use addition and subtraction to solve problems
Aeronautics	TX	MA.4.3.A	involving whole numbers; and
			Add and subtract decimals to the hundredths
Adventures in			place using concrete objects and pictorial
Aeronautics	TX	MA.4.3.B	models.
Adventures in			Represent multiplication and division situations
Aeronautics	TX	MA.4.4.B	in picture, word, and number form;
			Use multiplication to solve problems (no more
Adventures in			than two digits times two digits without
Aeronautics	TX	MA.4.4.D	technology); and
<u> </u>			Use strategies including rounding and
Adventures in			compatible numbers to estimate solutions to
Aeronautics	TX	MA.4.5.B	multiplication and division problems.

Adventures in			
Aeronautics	TX	MA.4.6.B	Use patterns to multiply by 10 and 100.
Adventures in Aeronautics	TX	MA.4.11.A	Estimate and use measurement tools to determine length (including perimeter), area, capacity and weight/mass using standard units SI (metric) and customary;
Adventures in Aeronautics	TX	MA.4.11.B	Perform simple conversions between different units of length, between different units of capacity, and between different units of weight within the customary measurement system;
Adventures in			Explain the difference between weight and
Aeronautics	TX	MA.4.11.E	mass.
Adventures in Aeronautics	TX	MA.4.12.B	Use tools such as a clock with gears or a stopwatch to solve problems involving elapsed time.
Acionaulios	IX	IVIA.4. 12.D	unic.
		Adventures in Ae	eronautics
		2005 Mathen	
		Essential Knowledge	
Texas Mathematics			
Grade 5			
Activity/Lesson	State	Standards	
Adventures in Aeronautics	TX	MA.5.1.A	Use place value to read, write, compare, and order whole numbers through the 999,999,999,999; and
Adventures in			Use addition and subtraction to solve problems
Aeronautics	TX	MA.5.3.A	involving whole numbers and decimals;
Adventures in Aeronautics	TX	MA.5.3.B	Use multiplication to solve problems involving whole numbers (no more than three digits times two digits without technology);
Adventures in Aeronautics	TX	MA.5.4.A	The student is expected to use strategies, including rounding and compatible numbers to estimate solutions to addition, subtraction, multiplication, and division problems.
Adventures in Aeronautics	TX	MA.5.11.B	Solve problems involving elapsed time.